

## ***NycosRPG* FAST-PLAY RULES**

1. Persona Packet Pieces- Each section will be filled out in order

BASE – RACE – PLACE- ESTATES – WAYS – STUFF

**BASE:** Determine the Base values using the RAMP process.

The Ramp will have a Root(a beginning value) and a Step of 5%

***Brilliance – Cognizance – Grace – Presence – Resilience – Resolve***

**THE RAMP PROCESS:** For each Base, roll percentage dice.. If the die roll is less than the Root, then the Root is assigned as that BASE value. If the die roll equals or exceeds the Root then ADVANCE the ROOT by the STEP and repeat this step. (5% becomes 10%,etc).Repeat for each Base until all 6 are assigned

*You then should have a value for each of the BASEs except FOUNDATION*

**Foundation** is the average of the other Six Bases. **Round the decimals to the nearest whole number.**

The Core values are 1/5 of the Bases, so divide each Base by 5 to get the CORE values.

**RACE** – Choose a species, and record chosen Marks and their BASE values. This is a short list, five out of a possible 35+ Species.

**Mortals – Human analogous**

- **Quick Learners** - Cognizance- unwavering & intense desire to learn, to know. Allows skills progression at the double rate if using Treatise or Trainer method of Skills Acquisition.
- **Trade Affinity (local)** - Presence- Barter Rate discount point for point with local business folk.
- **Local Recognition** - Presence- Skill in being culturally recognized or invisible, depending on your choice when taken
- **In the Know** - Cognition- Skill and prowess in gathering details on local happenings
- **Affable Demeanor** - Cognizance, Presence- Skill in making people feel comfortable enough to talk about stuff they shouldn't
- **Cultural Awareness** - Presence, Resolve- Awareness and practical use of local trivia and detailed information
- **Mob Motivator** - Presence, Resolve- willingness and capability to motivate others to act in concert

**Inandrarn – Wood-elf analog**

- ***Dara's Echo*** - Cognition- Resolve- Capture and 'replay' sounds that occurred in the past few moments via plants and animals in the area
- ***Sense of Being*** - Cognizance- Presence- seemingly instinctive awareness of location in any forest environment.
- ***The Eyes of Inan*** - Cognition- Detect invisible against a natural background (any Eldrin structure qualifies as well)
- ***The Scent of Inda*** - Presence- Detect a known individual within hurled weapon range
- ***The Stomach of Ranin*** - Resilience- So attuned with flavors and tastes, they can virtually eat anything. Biotoxins pass right through (natural poison resistance)
- ***The Touch of Rada*** - Resolve- Heal wounds by non-magical touch- (1 per 10 in Skill)
- ***Trail-blaze*** - Brilliance-Presence- travel at full speed through difficult terrain if you have passed through it before.

#### Grimm – Mountain Dwarf analog

- ***Refined Taste*** - Resilience, Resolve- Detect precious ore by taste
- ***Bat Ears*** - Cognition, Resolve- Sense direction, depth, and Distance in the Everdark by listening
- ***Detect Magic*** (Everdark only) - Cognizance- Sense location and intensity of Brissom by scent
- ***Fault Finder*** - Resolve- detect structural integrity by touch
- ***Infra-vision*** - Cognizance/Resolve- see differentiation in temperature
- ***Resist Magic*** (under-sky only) - Grace /Resilience-Magic Effect resistance
- ***Rock Talk*** - Cognizance- discern actions of significance from marks on the walls and floor

#### Midge – Halfling analog

- ***Hospitality*** - Cognition, Presence- Knowledge of and skill in friendship etiquette and hosting skills
- ***Diplomatic Communication*** - Brilliance, Presence- Knowledge and use of proper titles, honorifics, events, and conversations in political and diplomatic situations
- ***Fearlessness*** - Presence, Resolve- Resistance to fear by Natural or Magical Effects.
- ***Practical Joker*** - Cognizance, Grace- Knowledge of and practical experience in nuisance and annoyance through gags and tricks
- ***Storyteller*** - Brilliance, Presence- Top of mind awareness of allegories, parables, and conditional texts, to convey meanings and messages.
- ***Simple Pleasures*** - Brilliance- Specific skills in the little things... Pipe smoking, Reading, Numismetism, Whittling, etc.
- ***Gardening*** - cognizance, Resolve- knowledge of and skill in raising and recognizing plant families, fruit, nuts, flowers, etc.

#### Gnome – Little Folk analog

- **Blend** - Cognizance, Presence- Skill in hiding in natural surroundings. Improves both ability and the speed at which they can become camouflaged.
- **Animal Mimicry** - Brilliance- Resolve- duplicate the sounds and voices of woodland, marsh, and desert species
- **Short-order Cook** - Brilliance-Resilience- create sustaining meals in short periods of time.
- **Pastry -Cakes Chef** - Cakes, pies, and pastries are now a thing. Imagine that. Baking Brownies...
- **Road-kill Redeemers** - Brilliance, Resilience- Assess, secure and prepare meals from edible creatures found already dead
- **Tension-sense** - Cognizance- Detect animal emotional state by direct observation of a specimen
- **Jackrabbit Run**- Grace- move at double speed in retreat or distraction direction, never into an engagement.

**PLACE** –from this list, choose a culture, and record Cultural Skills and their BASE values (This is a quick list, with about 10% of all possible options available in **Dark Shards Dynasty** – Family-focused culture

- **Lore of the Ancients** - Grace - Recognize relevance of ancient literature or legends
- **Linguistic Drift** - Brilliance – Recognition of your language in historic context and lore

**Enclave-Social-climbing culture**

- **Social Chameleon**- Presence- Pass oneself off as being from another culture
- **Pecking Order**- Brilliance- Determine who the change agents are within a community

**Refuge of Emotion-based Culture**

- **Heart light**- Resolve- Recover from disorientation by focusing on one's state of mind
- **Numb the pain**- Presence- Recover one Tick of wounds by ignoring the pain itself

**ESTATES** – From this list, choose an motivational path, and record Ethics Skills and record their BASE values (Number of skills equal to the Foundation Core value) The represents less than 5% of the possible Estates in **Dark Shards**

**Accomplishment** – desirous of recognition for deeds done.

- **Archery**- Bows Grace- Resilience General skill with all kinetic arched weaponry
- **Armor Identification**- Cognizance- Discern the quality and nature of an opponent's armor
- **Exotic Weapons** - Grace- Resilience Non-standard weapon use

- **Funambulism** - Grace- Resilience Gymnastic talents including weapons fighting
- **Hunting** - Cognizance- Resilience- Acquire food by hunting it down

**Economics** - Arguably the simplest of motives, the measure of a man is his capacity to accrue material wealth

- **Appraise** - Brilliance- Discern value of resources and works
- **Arithmetic** - Brilliance- Ability to do basic math and calculations
- **Assessment of functionality** - Brilliance, Cognizance – determining what a gizmo or whatsit is for, how to use it, and what it does.
- **Bureaucratic Protocol** - Cognizance- Resolve Negotiation with organizations, not people
- **Eavesdrop** - Cognizance- Discern by Auditory clues

**Knowledge** - Truly wise cultures may arise, but just as assuredly ones that depend on precision, accuracy, and tenure.

- **General Archaic Lore** - Brilliance- Awareness of general global past
- **General Current Era Lore** - Brilliance- Awareness of any available information of a general nature
- **Interpret Text** - Brilliance/Cognizance- Read a contextual piece for other possible meanings
- **Languages, Ancient** - Brilliance Awareness of archaic languages in written forms
- **Lore, Specific Historic Period** - Brilliance Awareness of information about previous iterations.

**WAYS** – From this list,, choose skills equal to your Foundation CORE value and record their BASE values. This represent about 1% of all possible skills from only ONE of six possible ways.

**Balance** - Grace- Move with style and grace in all things

**Bamboozle & Befuddle** - Presence- Confuse, distract, and captivate the attention

**Bureaucratic Protocol** - Cognizance, Resolve- Negotiation with organizations- not people

**Camouflage** - Brilliance, Presence- Conceal and disguise position in the wild.

**Canoeing/Boating** - Cognizance, Grace- Conveying people and materials by small rowed watercraft

**Chronomy (rogue's cant)** - Grace, Presence- Specialized unvoiced language used for secrecy or silence: sign language

**Composure** - Resolve- Maintain Decorum

**Contortionist** - Grace- Flexible, Twistable, and Malleable

**Costuming** - Presence, Resolve- change appearance to match the situation

**Crowd Working** - Presence- Performance within an event

**Dancing** - Grace, Presence- Perform footwork & bodily movement to entertain or distract

**Deduction** - Cognizance- Reiteration of facts- with a focus on what may have been missed or overlooked

**Dirty Tricks** - Resilience, Resolve-A Combat strategy using ethically questionable tactics

**Distract** - Presence- Draw attention by any means necessary

**Eavesdrop** - Cognizance- Gather information discreetly

**Escapist** - Cognizance- Defy conventional methods of restraint

**Etiquette** - Presence- Proper adherence to localized protocol and procedure

**Everdark Knowledge** - Brilliance- Awareness of the Everdark Realm

**Exotic Weapons** - Grace, Resilience- Non-standard weapon use

**Forgery** -Grace- Create or alter documents for ulterior motives

**Funambulism** - Grace, Resilience- Gymnastic talents, including weapons, fighting

**STUFF** – Basically, choose virtually ANY belongings. Include their Category and their Quality.( Percentile or Ramp for Quality). Pick 10 items from each of the four material categories...

***Disposable – Cosmetic – Useful – Essential***

- Quality Checks are unnecessary for Disposable or Cosmetic items.
- Roll 1d100 for Useful items.
- RAMP from **Root 30** all essential items, Step of 5%

***This concludes the basic creation of a Persona.***

Interactions in-game fall into five categories of engagement.

***Resolution by Quantum Die Rolling***

***Checks - Rolls against Skills. Any Success is a Success.***

– QDR d100 rolls against the Skill BASE

***Challenges - Rolls against Skills Core value... Any Success is a Success.***

- QDR d100 rolls against the Skills CORE

***Contests – Parallel Rolls against similar skills. Relative Success determines***

- QDR rolls against Skills vs. opponent competing Skills

***Conflicts – Parallel Rolls against differing skills. Relative Success modifies***

- Only a Success/Fail result or deciding to cease ends the conflict

***Combat Players roll on both Attack and Defense. Relative Success modifies.***

- Only a Success/Fail result or deciding to cease ends the conflict

- QDR rolls against attack (offense) or defense (defense) skills – BASE

## ***The Quantum Dice Rolling Process -***

- **Catastrophic Failure** – 100 % (100 on d100)
- **Abject Failure** – 96-99 on d100
- **Failure** – any value between DU value and 96
- **Double Up** – highest roll that would be a Partial Success
- **Straight** – Skill or Base Target number would be a STRAIGHT success
- **Double Down** – highest roll that would be a Wild Success
- **Complete Success** – 1% (1 on d100)

Weapons do 1,2, or 3 damage, based on size, of a particular type. Armor mitigates damage, and can even exacerbate it. Comparison chart follows. Additional types of damage exist, but are not used in the Fastplay Rules. In combat, the difference between the rolls of attacker and defender may create conditions in the combat, or damage, but not both. Difference Damage if chosen is one per tier of Success Difference, so a Complete Success against a Catastrophic Failure could be 6 damage plus the value of the Weapon Damage. Such a hit, remember, also causes 6 ticks of fatigue and will continue to do so until the wound is tended.

Type	Scrape	Smash	Slash	Stab
Warhorse Curry	3			
Horse Curry	2			
Pony Curry	1			
Long Blade			3	2
Mid Blade			2	1
Short Blade			1	1
Heavy Cudgel		3		
Mid Cudgel		2		
Sap or Baton		1		
Lance or Spear		2		3
Short Spear		1		1
Blade Pole Arm				2
Cudgel Pole Arm		2		
Spear Pole Arm				3

Damage Reduction Effect by type				
TYPE	Cosmetic	Padded	Mail	Brigantine
Scrape	Reduce	Negate	Negate	Negate
Shatter	NOTHING	Half	Reduce	Half
Slash	NOTHING	Reduce	Reduce	Half
Stab	NOTHING	Reduce	Reduce	Half
Smack	Reduce	Half	NOTHING	NOTHING
Smash	NOTHING	Reduce	NOTHING	NOTHING
Sizzling	Worsen	Reduce	NOTHING	Half
Scorching	Worsen	Worsen	Reduce	Reduce
Shivering	Reduce	Half	Worsen	Reduce
Shimmering	Reduce	NOTHING	NOTHING	NOTHING
Sparking	NOTHING	Reduce	Reduce	Reduce
Sundering	NOTHING	NOTHING	NOTHING	NOTHING